

Subject: : AmigaOS4

Topic: : Porting to AmigaOS4 thread

Re: Porting to AmigaOS4 thread

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Date: : 2021/1/13 23:11:55

URL:

@kas1e

No doubt.

I've had my fair share with .so problems.

But I think that, as you mentioned, giving it a bit of love might make it work and draw more people to using it.

I actually like the idea of plugging in parts of the code to reduce binary size.

And with projects like scummvm it would be the ideal solution on our ram limited platform.

e.g. having only the engine in ram that you play a game from, would save a ****load of ram for the rest of the system.

Bug hunting would become far easier as well, as would be fixing them.

Also compile time would get down massively too.

I'll stick with at least compiling the shared version and hope that I'll some day hit a reproducible and fixable bug that will show where the problem lies...and hope for a usable debugger...